Gems (v0.4)

Racial Traits

Your gem character has many traits attributed to their alien heritage.

Ability Score Increase. Your Constitution ability score increases by 2.

Age. Gems are known to have spoken about being present in events that have happened millennia ago, and they speak the truth. Gems are born fully matured, and they do not age.

Alignment. The society of the gem homeworld is a strict caste system, causing most gems to be lawful in alignment. Many have little concept of good and evil, being neutral in their moral decision-making.

Size. Gems come in many sizes, ranging from 4 feet to almost 10 feet tall, coming in any and all builds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Gemstone. A gem's gemstone functions as the core of their being and the focus of their magical traits. Your gemstone is large enough to fill the average human's palm, and it protrudes from one specific section of your body, such as your shoulder or forehead.

Gem Glow. As an action, your gemstone can shine light as though you had cast light on it. The light is the same color as your gemstone and lasts until you dimisss it (no action required).

Anitmagic Susceptibility. When you enter the area of an antimagic field or when you start your turn in ne, you must make a Constitution saving throw. The DC is either the Spell Save DC of the creature who cast the spell creating the field, or 10 if their is no caster. On a failure, you are stunned until the start of your next turn.

Additionally, if you are targeted by *dispel magic*, you must make a Constitution saving throw against the caster's spell save DC or be stunned for 1 minute.

Relentless Endurance. When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

Gem Poofing. When knocked unconscious, you do not make any death saving throws. Your body vanishes, leaving your gear and gem to fall to the ground, and you cannot recieve healing.

During this time, your gem is an object with AC 10 and hit points equal to your level. It is immune to cold, fire, poison, and psychic damage, as well as bludgeoning, piercing, and slashing damage from non-magical attacks. If your gem is destroyed while you are poofed, you die.

At a time of your choosing after 2d100 minutes, as long as your gem is intact and in a space large enough for your body to occupy, your body reforms and you are conscious with one hit point.

Crystalline Resilience. While still a living creature, you have more in common with constructs. You gain the following benefits:

- You are immune to disease.
- You don't need to eat, drink, or breathe.
- You don't need to sleep, and don't suffer the effects of exhaustion due to lack of rest, and magic can't put you to sleep.

Gem's Rest. When you take a long rest, you must spend at least 6 hours of it in an inactive, motionless state, rather than sleeping. In this state, you appear inert, but it doesn't render you unconscious, and you can see and hear as normal.

Languages. You can speak, read, and write Common, and you can read and write in Gem. Gem is a very difficult, if not impossible, language to decipher or teach.

Subrace. Which type of gem your gemstone is determines some of your traits. Choose from the following subraces:

Pearl.

Pearls were created to be servants to upper-class gems, but on their own they are fiercely independent. Pearls are tall and slender in build. They usually appear as one color in a few shades, which is usually dependent on who they serve, but they can choose to change their color-scheme when they regenerate.

Ability Score Increase. One ability score of your choice increases by 1.

Nimble. You are quick on your feet, making it easier to slip out of dangerous situations. You can take the Disengage action as a bonus action on each of your turns.

Holo-Projector. You can project holographic images from your pearl in an adjacent space. You can project anything you have seen, and it can create sound as well. The projected image is clearly just an image, and the sound it creates is noticeably distorted.

Peridot

Peridots are newer than other gems. They are very durable compared to most, and have an affinity for creation and technology, including the ability to manipulate metal. Because they are newer gems, peridots from Homeworld are shorter than other gems. They appear green in various shades.

Ability Score Increase. Your Intelligence ability score increases by 1.

Knowledgeable. You gain one proficiency of your choice. This proficiency can be in any tool, skill, or language.

Metal Manipulation. As an action, you can lift and manipulate small objects which are at least partly made of metal as though using the *mage hand* cantrip.

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Lapis Lazuli

Lapis lazulis were created to be terraformers on Homeworld colonies, and as such have an interest in nature and the ability to control water. Lapis lazulis are slender in build but are usually medium height, and they have a blue-based color scheme.

Ability Score Increase. Your choice of your Intelligence or Wisdom ability score increases by 1.

Terraformer. You are proficient in Nature.

Water Works. You know the shape water cantrip. When you reach 3rd level, you can cast create or destroy water once with this trait and regain the ability to do so when you finish a long rest. You choose whether Intelligence or Wisdom is your spellcasting ability for these spells when you choose this subrace.

Sapphire

Sapphires are a rarity and hold a high place in the Homeworld hierarchy, as they have divination abilities which make them amazing advisors. However, their future vision is much less useful in the more chaotic environments of Earth. They also have ice-based abilities, often seen when they let their emotions get the best of them. Sapphires are shorter than most gems, and have a single eye which is often covered by their hair. They are usually blue, but can come in other colors.

Ability Score Increase. Your Wisdom ability score increases by 1.

Size. Your size is Small instead of Medium.

Cool-Headed. You have resistance to cold damage.

Frosty Fighting. You know the ray of frost cantrip.

Visions of the Future. You have the ability to predict the future. When you finish a long rest, roll a d20 and record the number rolled. You can replace any attack roll, saving throw, or ability check made by you or a creature that you can see with this foretelling roll. You must choose to do so before the roll. If unused, you lose your foretelling roll after a long rest.

Ruby

Rubies are warrior gems, usually assigned as personal guards to gems higher in the Homeworld hierarchy. They tend to be more emotional and quicker to action, but can remain calm and collected when necessary. Rubies are smaller than other gems, but they are usually much stronger. Their colors are shades of red, alluding to their fiery spirit and powers.

Ability Score Increase. Your Strength ability score increases by 1.

Grown Soldier. You are proficient in Athletics.

Size. Your size is Small instead of Medium.

Fiery Rage. You know the firebolt cantrip, and Charisma is your spellcasting ability for it.

Quartz

Quartzes are a group of many gems, all of which were grown to be soldiers. As a collective they are strong and loyal, but each type of quartz has a different general personality. Amethysts are more playful, while jaspers are more determined, agates are more formal, and more. All quartzes are wide-shouldered and tall, but they vary in color based on what kind of quartz they are. Amethysts are shades of purple, jaspers usually orange, carnelians red, and more.

Ability Score Increase. Your Strength ability score increases by 1.

Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Quartz Toughness. Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

Grown Warrior. You gain proficiency in one weapon of your choice.

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